Will Seymour

HW 1 Part 2

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Based on the analysis conducted, we can conclude that most kickstarter campaigns are for theater projects, with plays being the most popular subcategory. Most successful campaigns begin in May. Campaigns that begin in January, June, July, and October are most likely to fail. The temporal association varies by category, however.

2. What are some limitations of this dataset?

Just because a kickstarter campaign meets its funding goal does not mean the finished “product” is of high quality or even works as originally promised. We do not have access to this data.

3. What are some other possible tables and/or graphs that we could create?

Success rate vs popularity, funding, and average backer donation. Success and failure rates by year instead of by month.